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## DECLARATION

I, the undersigned Anthony de Courcey Mac Gillycuddy of 2/7-9 Davison Street, Richmond, Victoria, Australia say that I am bilingual and fluent in the Japanese language, and that this document of 2 pages is Japanese Utility Model Application Number 17079 of 1932 and that the attached translation of this document is to the best of my knowledge and ability true and correct.

Melbourne, 17 November 2008

Translator's signature

Publication of Utility Model Application No. 17079 of 1932  
Class 15-4, Indoor Games and Toys

Application No.: 35368 of 1931  
Application date: 2 February 1931  
Publication date: 29 October 1932

Applicant: Toshizo Inoue, Inventor  
850-banchi Sakan-cho, Higashi-ku, Osaka

Card Game Toy

**Simplified Description of the Drawings**

Figure 1 is a plane view of the utility model, Figure 2 is a vertical cross-sectional view thereof, and Figure 3 is a plane view of an alternative form of the utility model.

**Nature, Action and Effects of the Utility Model**

This utility model consists of a combination of a ring 1 divided into fifty-two equal segments that are inscribed consecutively clockwise from '1' to '52', and two separate discs 2 that are marked with rings that are divided into fifty-two equal segments each segment being marked with 'Diamonds', 'Hearts', 'Spades' and 'Clubs' symbols in differing colours (the symbols may be in two different colours, or may be of different sizes or may be distinguished by other readily discernible means) and each of the cards 'A', '4', '7', '10', 'K', '3', '6', '9', 'Q', '2', '5', '8' and 'J' marked in succession against such symbols which pivot on concentric spindles 3 such that the discs 2 are able to rotate freely and form combinations of the cards.

To describe the method of play, first when each of the complete cards is formed by successively overlaying the symbols on the disc 2 that are arranged clockwise and reading downwards, the middle card is not drawn and the cards are shuffled several times, whereupon the upper card or the lower card is noted, and when the downwards facing card is guessed correctly, and if the lower card is the 6 of Spades, the disc 2 is rotated as shown in Figure 3 to match the 6 of Spades to the figure 52 in the outer ring, and the digit in the compartment to the right as shown in the drawing and the particular card from the top are noted, that is, it is noted that the fifth card is the 8 of Diamonds and the sixth card is the Jack of Clubs; on the other hand, if it is known that the 8 of Diamonds is the fifth card from the top and the Jack of Clubs is the sixth card from the top, when the upper card is known, the disc 2 is rotated so that the same symbols as that card are under the '1' of the outer compartment, in the same way, the numeral in the outer compartment becomes the number of cards required from the top.

Moreover, for ease of observation, markings may be applied at the positions of the '1' and '52' of the outer compartments, and similar markings may be applied to below the 'As' of Hearts, Diamonds, Clubs and Spades on the disc 2.

The arrangement of the marking symbols on the disc 2 of the utility model in the same sequence as that of the marking symbols on the downwards facing cards facilitates seeing the cards and sequence number of the cards, and the symbols on the discs may be rendered more readily discernible by making the symbols different in colour or shape.

### **Claims**

A card game toy in which a disc whose circumference is divided into fifty-two equal parts, each compartment being number sequentially to the right from 1 to 52, and a disc 2 whose circumference is divided into fifty-two equal parts, each compartment being marked Diamonds, Clubs, Spades and Hearts and sequentially 'A', '4', '7', '10', 'K', '3', '6', '9', 'Q', '2', '5', '8', 'J' as shown in the drawings pivot freely rotatably on concentric spindles 3 forming combinations of cards

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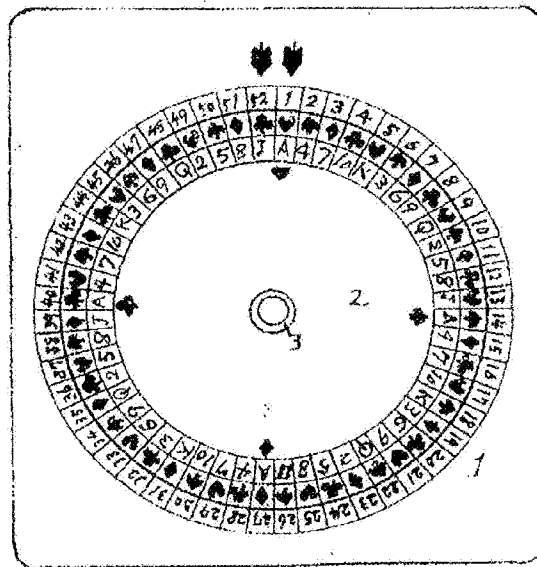


Figure 1

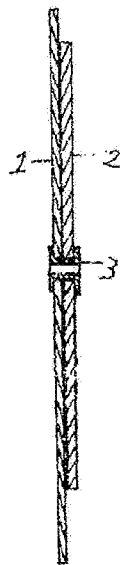


Figure 2

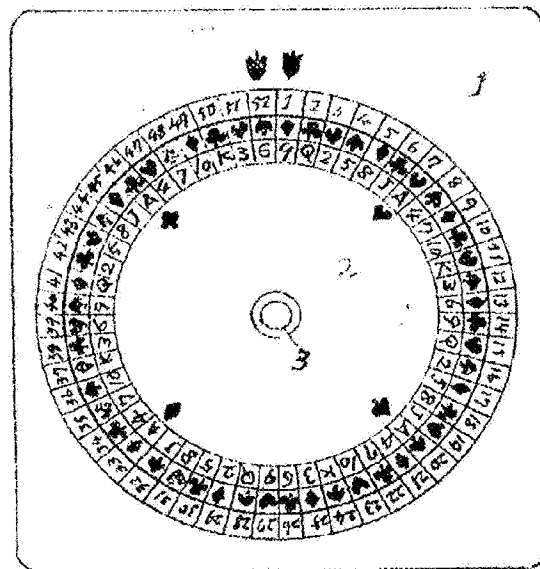
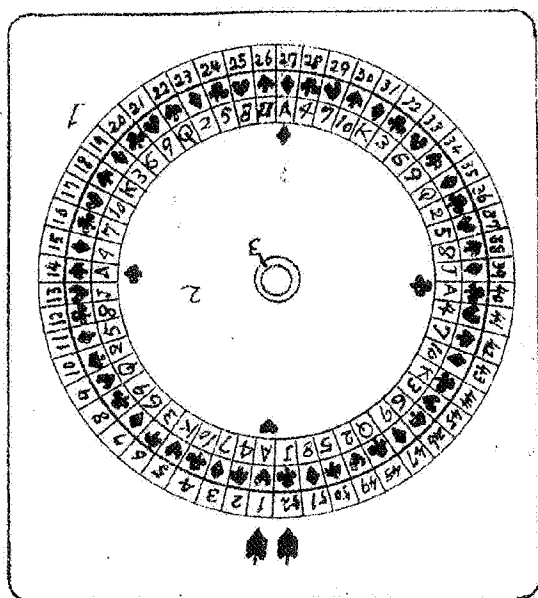
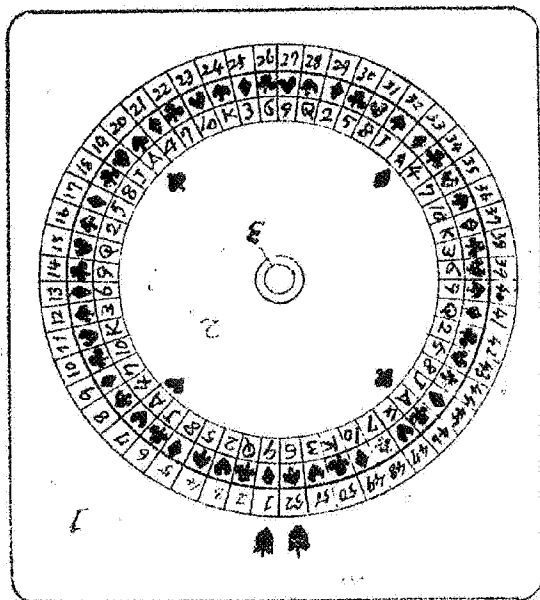


Figure 3



四十七



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